

History -
Interview grandparents or an older relative or friend about toys they played with when they were younger. What toys did they play with? What materials were they made from? Tell us what they said or write some of their answers!

Watch out for some questions we have thought of as a class on our Class Dojo!



Maths -
Set up your own toy shop at home! Give some of your toys price tags. Take turns to be the shop keeper and customer. Buy an item and find the correct coins needed to pay. Can you buy more than one item and add to find the total?



English -
Can you find a story with a toy theme or character?
Take a picture of you reading the book or write sentences to tell us about the book.

A couple of examples are Old Bear and Jolly Snow by Jane Hissey, Kipper's Toybox by Mike Inkpen and Dogger by Shirley Hughes



Science -
How many different materials can you find around your house?
You could show us your findings in a tally chart, by taking photographs or writing a list.



Design Technology-
Can you design and make your own board game?
What theme will your board game have? Where will your start and finish be? Will you have counters? How many players will your game be for?
You can bring in your game for us to play or you can take a photograph to share with everyone.



Maths - (ongoing) Please show evidence in your homework journal

Y1 - 'learn its' practice, counting in multiples of 1,2,5 and 10 forwards and backwards and odd/even numbers

Y2 - practice 'learn its', times tables 2,5,10 and 3. Rapid recall of number bonds to 10 and 20. Explore the app : Top marks for some good games

The children can also access TT Rockstars for extra times table practice!

Art-
Create a picture of your favourite toy using pastels, paint, colouring pencils or pens or even collage.



English - Reading
Don't forget to log on to your Bug club account to access a wealth of reading books.

There is an expectation that your child will return a completed reading book by the following Tuesday.



Y1/2 homework menu



Autumn 1 - 2020 - Toys

Design Technology -
Design and build a 3D model of a toy. You could use junk modelling or construction to make your toy. Can you include a moving part? You can bring in your model or take a photograph to share with everyone.



English -
Read a story to one of your teddies or favourite toys.



Maths -
Choose 5 of your toys. Can you order them from the smallest to the largest?

Have another go with 5 different toys!

